

LISTING OF CLAIMS:

1 - 36 (canceled)

37 (previously presented): In a gaming machine having a gaming machine controller and a peripheral device with an associated device controller and a data storage device, said gaming machine adapted to play a game for a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, a method of providing operating code to said peripheral device, comprising:

initiating operation of said gaming machine;

transmitting a first signal from said peripheral device to said gaming machine controller;

transmitting new operating code to said peripheral device in response to said first signal, said new operating code adapted to control the operation of said peripheral device and containing at least a portion of code that is different from any operating code previously used by said peripheral device;

storing said new operating code at said data storage device of said peripheral device; and

executing said new operating code with said device controller of said peripheral device to enable the operation of said peripheral device.

38 (previously presented): The method in accordance with Claim 37, wherein said peripheral device includes minimum resident code enabling said peripheral device to transmit said first signal, said minimum resident code being insufficient to enable the complete operation of said peripheral device, and wherein said transmitted new operating code comprises code utilized to enable the complete operation of said peripheral device.

39 (previously presented): The method in accordance with Claim 38, including the steps of:

resetting said peripheral device;

removing previously existing operating code from said peripheral device; and

utilizing said resident code to transmit said first signal to obtain new operating code for said peripheral device.

40 (previously presented): The method in accordance with Claim 39, wherein said resetting step includes removing power to said peripheral device and then providing power to said peripheral device.

41 (previously presented): The method in accordance with Claim 37, including the step of:

sending a polling signal from said gaming machine controller to said peripheral device, wherein said step of transmitting said first signal is made in response to said polling signal.

42 (previously presented): The method in accordance with Claim 37, wherein said peripheral device is selected from the group consisting of: a bill validator, a touch screen controller, a button controller, a lamp controller, a display controller, a display, a printing device, a coin acceptor, a player tracking device, and a card reader.

43 (previously presented): The method in accordance with Claim 37, including the step of:

authenticating said new operating code before transmitting said new operating code to said peripheral device.

44 (previously presented): The method in accordance with Claim 37, wherein said first signal transmitted from said peripheral device to said gaming machine controller identifies

said peripheral device as a download device requiring new operating code to enable its complete operation.

45 (previously presented): The method in accordance with Claim 37, including the step of:
periodically verifying said new operating code transmitted to said peripheral device, including transmitting said new operating code from said peripheral device to said gaming machine controller for comparison to the new operating code originally transmitted to said peripheral device.

46 (previously presented): A gaming machine adapted for presenting a game to a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, comprising:

a gaming machine controller;

one or more peripheral devices, at least one of said one or more peripheral devices being configured as a download device and including a peripheral device controller, wherein said at least one peripheral device configured as a download device contains resident code configured to generate a first signal for transmission to said gaming machine controller requesting new operating code for enabling operation of said at least one peripheral device configured as a download device, said resident code being insufficient to enable complete operation of said peripheral device, and said new operating code adapted to enable the complete operation of said peripheral device and containing a least a portion of operating code that is different from any operating code previously used by said peripheral device; and

a memory device accessible by said at least one peripheral device configured as a download device, said memory device configured to store said new operating code

downloaded to said at least one peripheral device configured as a download device for enabling operation of said at least one peripheral device configured as a download device.

47 (previously presented): The gaming machine in accordance with Claim 46 including a read-only memory associated with said at least one peripheral device configured as a download device for storing said resident code.

48 (previously presented): The gaming machine in accordance with Claim 46 wherein said at least one peripheral device configured as a download device is selected from the group consisting of: a bill validator, a touch screen controller, a button controller, a lamp controller, a display controller, a display, a printing device, a coin acceptor, a player tracking device, and a card reader.

49 (previously presented): The gaming machine in accordance with Claim 46 wherein said at least one peripheral device configured as a download device is configured as a USB device.

50 (previously presented): The gaming machine in accordance with Claim 46 wherein said gaming machine controller comprises a master gaming controller.

51 (previously presented): The gaming machine in accordance with Claim 46 wherein said gaming machine is adapted to permit said new operating code to be downloaded to said peripheral device without needing to physically access said peripheral device.

52 (previously presented): The gaming machine in accordance with Claim 46 wherein said gaming machine comprises a plurality of peripheral devices configured as download devices,

wherein resident code stored at each said peripheral device is configured to generate a signal for transmission to said gaming machine controller requesting new operating code for enabling operation of each said peripheral device respectively, said resident code being insufficient to enable complete operation of said respective peripheral device, and said new operating code adapted to enable the complete operation of said respective peripheral device and containing a least a portion of operating code that is different from any operating code previously used by said respective peripheral device.

53 (previously presented): The gaming machine in accordance with Claim 52 wherein said gaming machine is adapted such that respective new operating code or codes for said plurality of peripheral devices is delivered to more than one of said plurality of peripheral devices at the same time.

54 (previously presented): The gaming machine in accordance with Claim 53 wherein said gaming machine is adapted such that respective new operating code or codes for said plurality of peripheral devices is delivered to all of said plurality of peripheral devices at the same time.

55 (withdrawn): A method of providing operating code to a peripheral device of a gaming machine having a gaming machine controller and a peripheral device with an associated device controller and a data storage device, said gaming machine adapted to play a game for a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, the method comprising:

initiating operation of said gaming machine;

transmitting a first signal from said peripheral device to said gaming machine controller;

authenticating new operating code for said peripheral device, said new operating code adapted to control the operation of said peripheral device and containing a least a portion of code that is different from any operating code previously used by said peripheral device;

transmitting said new operating code to said peripheral device in response to said first signal;

verifying said new operating code, including transmitting said new operating code from said peripheral device to said gaming machine controller for comparison to the new operating code originally transmitted to said peripheral device.

storing said new operating code at said data storage device of said peripheral device;
and

executing said new operating code with said device controller of said peripheral device to enable the operation of said peripheral device.

56 (withdrawn): The method in accordance with Claim 55, wherein said authenticating step is accomplished with a file verification procedure.

57 (withdrawn): The method in accordance with Claim 55, wherein the entirety of said method is performed without physically accessing said peripheral device.

58 (previously presented): A gaming system adapted to download new operating code to a gaming machine peripheral device, comprising:

at least one game control device;

at least one gaming machine adapted for presenting a game to a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, said at least one gaming machine having at least one peripheral device configured as a download device and containing resident code configured to generate a first signal for transmission to said at least one game control device requesting new operating code for enabling operation of said peripheral device, wherein said resident code is insufficient to enable complete operation of said peripheral device and said new operating code is adapted to enable the complete operation of said peripheral device and contains at least a portion of operating code that is different from any operating code previously used by said peripheral device; and

a communication link between said at least one game control device and said at least one gaming machine.